

San Leandro
Computer Club January 1993
Journal

ATARI

Will it measure
up in '94?



ATY COMPUTER

Voice & Fax
(510) 482-3775

3727 13th Ave., Oakland CA 94610

We are totally committed to the Atari ST, STE, TT & Falcon computers

Falcon 030



We have plenty of Falcons in stock. Come and see the Falcon's true color graphics, hear the 16-bit 50khz sampled music, run DOS programs, and pickup your very own Falcon computer.

FALCON SPEED

IBM emulator.
Plug & play. Runs
Windows in VGA
color. \$299

SCREEN BLASTER

Overscan for
Falcon, plug &
play. Increase
resolution up to
1280x960. Works
with Atari or VGA
monitors. \$99

Jaguar is in stock !



1 GB hard drive with case/power supply \$989

1 4.4Kb V.32 bis V.42 bis fax modem \$259

Cubase Audio \$799, **Upgrade** \$349

Full page scanning service (b/w) \$1/page (\$5 minimum)

High Resolution True Color Card
For Mega and VME Bus computers. This card
will show 24-bit 16.7 million colors on screen
at once. Works with any (S)VGA monitor. Call
us for more detail. Price ... \$call

Store Hours: M-F 10a.m.-7p.m., Sat 12-6p.m.

Authorized  Dealer and Service Center

Please send \$1 for complete product listing

Prices subject to change without notice

San Leandro Computer Club

P.O. Box 1506
San Leandro, CA 94577-0374

An independent, money losing organization of Atari computer users. Membership, at \$20, doesn't buy you a whole lot, but the price has never been raised. Call an officer to join.

Club Officers:

President: Jim Hood (510)672-1244
Vice-President: Peter Chen (408)259-9642
Treasurer: Glenn Fowler (510)530-7128
Secretary: Jim Moran (510)865-6122

Revived Program Chairman:

General & ST Keith Sammons (510)887-2008

Software Chairmen:

8-Bit Bob Scholar (510)232-5330
16/32-Bit Glenn Fowler (510)530-7128

Disk Librarians:

8-Bit Glenn Fowler (510)530-7128
16/32-Bit Joe Castro (510)865-1852

Print Librarian:

8/16/32/64-Bit Einar Andrade (510)484-4484

Special Interest Groups:

(Call them with questions)

Beginners ST Jim Moran (510)865-6122
Beginners 8-Bit Glenn Fowler (510)530-7128
Beginners Clone Jim Moran (510)865-6122
Business Ralf Herman (408)257-7760
Publishing Jim Hood (510)672-1244

Journal Staff

Editor Steve Goldstein (408)257-2058
8-Bit Editor Bob Woolley (510)865-1672

You may reprint uncopyrighted articles in any non-commercial form, provided excessive praise is given the author & SLCC. However, what is written within may be PBS.

Contents

Jaguar Tackboard	4
ATARI Explorer On Line	
Our 8-Bit Disks	6
Bob Scholar	
Official Postings	7
ATARI Explorer On Line	
Merry Minutes	14
Jim Moran	

Get on Pac Bell's Toll Road to the
Information Superhighway
Call a BBS

Key System (510) 352-5528

January

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
						1
2	3	Main Meeting 8:00 PM	5	6	7	8
9	ST SIG Meeting 8:00 PM	11	12	13	14	15
16	17	18	19	20	21	22
Journal Deadline 12:00 PM	24	25	26	27	28	29
30	31					

J a g u a r T a c k b o a r d

The final word for 1993

Collected from: Jaguar developers and Atari officials

From ATARI Explorer On Line on GENie

//// Developer / Game List

//// Editor: The following developers and game titles have been confirmed to the best of AEO's ability as of December 17, 1993. While no dates are tied to any of the games, they are hoped to be out by the end of 1994.

Developer xxxxxxxxxx	Titles under development xxxxxxxxxxxxxxxxxxxxxxxxxxxx
21st Century Software	
3D Games	
Accolade -	Charles Barkley Basketball, Al Michaels Announces Hardball, Busby, Jack Nicholas Golf, Brett Hull Hockey
Activision -	Beyond Zork CD-ROM
All Systems Go -	Boogers and Snotnose
Anco Software Ltd. -	Kick Off, World Cup
Argonaut Software (Jez San) -	UNKNOWN CD-ROM
Atari Corp. -	Battlezone 2000, Crescent Galaxy, Club Drive, MPEG 1 and 2 carts, Tiny Toons Adventures, VR Helmet
Atari Games Corp.	
Attention to Detail (For Atari Corp.)	Cybermorph, Battlemorph: Cybermorph 2, Blue Lightning
Beyond Games Inc. -	Battlewheels
Brainstorm	
Dimension Technologies	
Eurosoft	
Gremlin Graphics Ltd. -	Zool 2 - MORE
Hand Made Software (For Atari Corp.)	Kasumi Ninja
High Voltage Software	
id Software -	Doom: Evil Unleashed
Imagitec Design Inc. -	Evolution Dino-Dudes, Raiden
Interplay -	UNKNOWN CD-ROM
Krisalis Software Ltd. -	Soccer Kid
LlamaSoft (Jeff Minter) (For Atari Corp.)	Tempest 2000
Loricel S.A.	
Maxis Software	
Microids	
Microprose -	3D Gunship 2000 - MORE SIMULATIONS
Midnight Software Inc.	
Millenium Interactive Ltd.	
Ocean Software Ltd.	
Park Place Productions	UNKNOWN TITLE (American Football)
Phalanx Software	
Rebellion Software Ltd. (For Atari Corp.)	Alien vs. Predator, Checkered Flag, Dungeon

Retour 2048

Silmarils

Telegames

Tiertex Ltd.

Titus

Tradewest

Trimark Interactive

U.S. Gold Ltd.

UBI Soft International

Virgin Interactive

Entertainment Ltd.

UNKNOWN (3 titles)

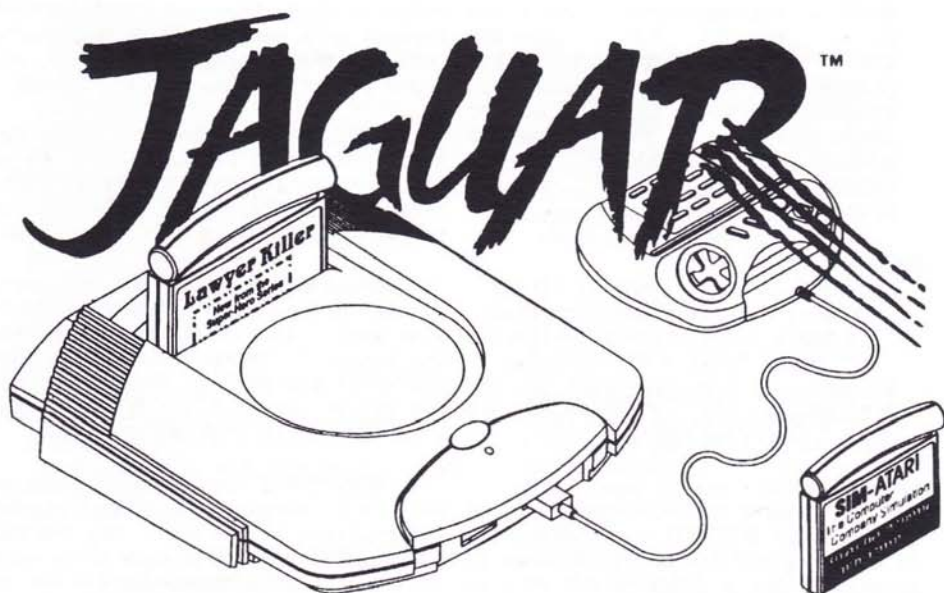
Robinson's Requiem

Ultimate Brain Games, European Soccer
Challenge, Brutal Football

Flashback

Jimmy Connors Pro Tennis - MORE

UNKNOWN ("Movie title")



OUR 8-BIT DISKS

by Bob Scholar SLCC 8-bit Software Chairman

SLCC1201.DOC
JANUARY 1994

GENERAL COMMENTS

Don't forget to renew your ATARI CLASSICS subscription (or subscribe, if you haven't already done so)!

Disk Contents, below, are in the (approximate) format used by FULmenu.

D.O.M. SUMMARY

This DOM has four Games and four UTILities. CARDSTAX and Billboard (2 UTILities) are the featured programs.

CONTENTS- Disk #1201 (Directory):-
Front:-

*SLCC1201.DOC	027	TITLE	009
AUTORUN .SYS	002	MENU	034
DOS .SYS	035	DUP .SYS	054
START	004	BLBRDMOD.LST	018
DBBRDMOD.LST	019	BLBRDMOD.DOC	026
BILLBORD.BAS	119	DOUBLE6 .BAS	097
DSKLBL5A.BAS	012	ROBOTS .BAS	137
DUNGEON .CRT	041	DUNJIN .DAT	021
ROBOHELP	004	ROBO .TXT	033
MINE .BAS	015		
000 FREE SECTORS			

Back:-

CARDSTAX uses the first 51 files:

Mostly auxiliary/support files;
a DEMO; DOCs; & device drivers-
Grand Total = 450 sectors.

BILBORD .DOC	108	DLFILSP.LBL	095
DLFILSP .TXT	036	STINGRAY.BAS	018
000 FREE SECTORS			

PROGRAM DETAILS

"Billboard (MOD)" is an update of a program on SLCC0811 - w/Mods by Tom J. Andrews. It did print PICTures in several GRaphics modes in ANY size on an Epson FX printer. The enhancements are printer drivers for the Star G10X and Atari XMM801 printers; plus a new disk file output option. Original and Mod programs, and DOCs are included.

CARDSTAX is a Hyper Text or Hyper Media program. It provides many ways to link different parts of a document together. In CardStax you have Stacks

of Cards;- each with lists of data on it & its links (up to 6). Data can be PICTures, text, or special effects in M/L. Use Atari BASIC (it won't work with TurboBasic). use a Mouse, J/S, or Touch Tablet (in port #2). It has 51 files. All you really need to look at is CARDSTAX.DOC. Data file format info is in CSTECH.DOC. Use MyDos 4.5. It's by David A. Paterson, who wrote our FULmenu's "T" function.

DLFILSP.OBJ & DOC- is in ACTION! by M.Gilarde;- from OHAUG 3,4/93. It CLEANS, &/or splits downloaded files. Similar to REFORMAT (SLCC/0905,1102).

DSKLBL5A.BAS is a small UTILITY to print disk directories (at 5 items Across) on a Gemini 10X printer. The Controls are in lines 10 and 110. You could use it to make a disk catalog.

DOUBLE6 is a Backgammon Game for two players with Joysticks. It has no DOC, but you'll find it self evident. From ANALOG #77;- by P. Roberge. It has [P]ass, [Q]uit & [S]ave options.

MINE.BAS is one of the shortest, (maybe THE shortest?) BASIC Game I've ever seen! IO (see our last DOM) was the longest! Thread your way through the minefield in this fast Game. For one player with J/S. By John Pershing & Kevin O'Neil; from ANTIC 11/85.

ROBOTS.BAS was the bonus Game on ANTIC's 11/85 disk. It has very good instructions in the Game and the DOC (ROBO.TXT). It has a very large maze -3 levels & 1200 rooms- make a map as you play. There are 3 support files. Copy to another disk BEFORE using!

STINGRAY.BAS- a quick shoot-em-up for one player and Joystick, by Steve Argyle is from ANTIC for 6/87. Just use the J/S to position a tie-fighter in line with the target and press the fire button. Each hit scores at least 100 points, and you have 30 shots.

Official Postings

ATARI Explorer On Line from GENie

//// Bill Rehbock < CIS: 75300,1606>
from Atari asks and answers two
common questions:

Q: How do I get specs on developing for
the Jaguar?

A: People interested in Jaguar software
development should send a
fax to 1-408-745-2088. Include: Company
name, mailing address,
phone number, fax number, and brief
company/personal background
relating to software development. Due to
the high volume of
inquires, we do prioritize the mailing of
information kits
according to background
(SNES/Genesis/Computer) titles that you or
your company may have been involved
with, etc. Companies wishing to
become licencess may sign-on and order
preliminary development
documentation and support for \$299 USD,
which can go toward the
complete development system fee of \$7500
USD.

Q: Can the Jaguar be networked to
another computer?

A: Yes, it can, but there naturally would
have to be application-
specific software running on both the PC
and Jaguar. The Jaguar is
equipped with (among other interfaces) a
one megabyte per second
serial interface (suitable for connection to
cable, telephone,
etc.) as well as a 9600 baud serial port that
(with an appropriate
low-cost interface) conforms to RS-232
standards. The 9600 baud
port as shipped on Jaguar is set up for
ComLynx multi console
networking, just like the Atari Lynx.

Bill's been peppered with other questions,
like one about how much
RAM comes with the CD-ROM add-on:

There is no developer that won't always
ask for more memory or
more performance (on any system) :-)

The system has 2 megabytes of
RAM in it so that the CD-ROM
drive
didn't have to have huge buffer
space in it. Jaguar was designed
with loads of flexibility, though, so
if a developer wants to have
extra ram in a cartridge, they
could do it if they wanted to. The
cartridge port is accessible even
while using the CD-ROM drive.

One other point that I wanted to
make was the fact that although
there is no built-in operating
system, we do supply to developers
various sets of libraries to do the
things that need to get done.

Such as: a multi-channel polyphonic
FM/Wavetable synth; JPEG
decompression; video set up;
drawing primitives; 3D rendering
with

gourad shading/texture mapping
and camera manipulation; and others.

Many of these come with complete
source code so that they can be
optimized for the specific use that
the programmer is using in
his/her game. It's much more
flexible and obviously a
performance-oriented way of doing
things.

Next, Bill drops some performance
data on AvP and DOOM:

Jez San has only seen a very early
version of Alien versus
Predator which was a very slow (for
Jaguar) 12 to 18 frames per
second. It now runs (when you are
playing the game as an Alien :-)
at a full 30 frames per second. I
promise that no one will be
dissappointed with DOOM or AvP
on Jaguar.

The first time I saw DOOM, I said,
I've got to have it on Jaguar,
and I proceeded to track down Jay
Wilbur and the guys at id. I flew
down to their office the day before
I had to leave for our New York
roll-out party to meet with id. I
THEN got to see a real version
and I was really blown away :-). It is
an absolutely awesome game and

I look forward to seeing it released during 1994.

//// Don Thomas < CIS: 75300,1267 > has taken a lot of time to respond to questions. First, here is an overall impression of Jaguar:

I think the first few games (Raiden, Dino Dudes, Cybermorph and Crescent Galaxy) are pretty hot... they'd certainly be shining stars on any lesser system assuming they could handle them. In my position at the office, I already witnessed fragments of what are on some of the forthcoming products. I hear the hallway chatter of engineers. I see unfinished graphics on souped-up power computers.

I feel the thunder from 3-dimensional music compositions. I can tell you, that as hot as the first games are... YOU WILL laugh at them in even a year or less.

Keep in mind that the Jaguar has integrated secrets which lie deeper than an impressive game machine. With expansion capabilities that include ComLynx and telephone, peripheral components such as the CD and VR appliances, connectability to full motion video and a variety of AV standards, the roar of the feline is none less than a preemptive purr.

At the risk of sounding overly dramatic, you ain't seen nothing yet!

Next, when asked about the Jaguar showing up in mass market outlets:

Mass merchants... will often delay taking on cutting edge entertainment products for several reasons. One is that they demand significant quantities while the dedicated electronics chains are better equipped to deal with preorders. The dedicated electronics places are better at providing informed personnel to sell new items.

It is common for explosive new electronics items to prove themselves in specialty stores before the mass merchants take them on. In short... keep an eye out. You will definitely see expanded distribution as time wears on.

And here's what Don had to say about the bad batch of RF switchboxes:

Atari has always planned to pack a reasonably nice RF box in the Jaguar systems. As we saw ourselves pressed against deadlines to meet Christmas '93 orders, we found that we could not take delivery on the originally planned ones in time, so we accepted a lesser quality, manual switch which we were told by the factory would work fine.

For the record, there is nothing really terribly wrong with manual switch. Any real problems people experience is largely based on the specific AV setups people have. With today's technology, people have many more things connected to their TV's than they did 10 to 25 years ago, so there's a much greater chance for interference.

As soon as we heard that some people were having unusually high interference on the manual switch, Atari pressed to speed up the availability of the better automatic switch. Still not having access to the first one planned, Atari ordered a temporary supply to tide us over from Radio Shack (Archer brand).

I look at it like this... Atari packed some of the original Jaguars with factory tires. Most people know that RF connections are not as good as S-Video or composite connections and there is no perfection in an RF connection, still the Archer box is successful at screening out the majority of any interference that the other box seemed to let through.

If anyone received the manual switch box and cares to send it to us, we'll swap it out. We'll need a serial number and other information.

In regard to the other cables, I expect them real soon after January 1.

Don tells how Atari processed the direct Jaguar orders:

- I kept a growing list of prepaid orders whereby I was eventually told I could accept no more "guaranteed" by Christmas delivery dates. Unfortunately the list grew too fast and we had to cut off the number we were selling direct with guarantees that deliveries would be by Christmas. At that point, the calls still kept coming in and we were unclear for a week or so whether just because we couldn't "guarantee" delivery by Christmas whether that meant we absolutely couldn't deliver by Christmas. As a result, I instructed my staff to tell everyone that we would do what we could.

That cut off time to my staff was very clear. We processed credit cards before that date so we knew there'd be no credit hassles as soon as the product arrived. All those customers were told that their orders had to be prepaid for that reason. After that, we stopped processing credit cards for the specific reason that we were unsure that we could deliver as hoped. My staff was instructed to only say we would try and do our best since everyone wanted delivery by Christmas if possible.

I am really sorry if there were any misunderstandings with your requests. If your credit card was not charged but there were hopes to ship in time, it is because we were in the "we hope we can" mode and before the "we know we can't mode". At this time we are sold out before year's end and if you weren't charged it is because I am unable to ship.

We have a ton of what we call "pending orders". We are waiting word daily to see when we will get more units so

You might also wish to contact some of the chain stores and see if there's something they can do for you. We had several cancellations throughout all of this (they were immediately filled with the next in line) because consumers found stores to ship them a unit before we could. If you find one, just tell us you did so when we call to confirm your order.

Don gives a disappointing answer when asked about direct orders from overseas:

- I am not allowed to take orders from patrons outside of U.S. or Canada. There are several reasons for this, most boiling down to our COMPLETE inability to properly service any problems. There are other Atari subs that are responsible for sales in other countries.

Having said that, some people make arrangements to have a friend in the U.S. do the purchasing and forward the item when received.

Keep in mind that there may be physical differences. I know there are differences in the carts for PAL countries for instance. Atari U.S. does not have those delivered to Sunnyvale.

Someone posted a negative message about the legal notices on Jaguar boxes prohibiting rental usage of purchased Jaguars. Don gave his opinion:

- I cannot speak officially on behalf of Atari simply because I am not physically a part of the decision making or implementation of the rental aspects of the Jaguar. So my comments are unofficial and they are subject to correction by more informed people...

As I understand it, special license and arrangements will be required by those interested in purchasing the Jaguar and related products for rental. Atari has already designed special rental hard shell cases (I'm hoping I can get them for resale—they're real cool!). I do not know if there are

any physical differences in units intended for resale, but I am definitely under the impression that we have every intention of catering to the rental market. To protect our rights, we are labeling the packages against rentals so we can address those needs independently on equitable terms.

When you look at some of the peripheral things we do to protect our interests and make an extra buck, remember back to when people were asking how we planned to put out a 64-bit system for less than \$250. Atari has always been pretty good keeping prices as low as possible, but we also want to make money. To do that, we will certainly want to sell and license our merchandise; not give it away.

//// Mike Fulton, <CIS: 75300,1141> had this to say about the internal working of the Jaguar:

- The Jaguar has 64-bit registers in the TOM chip, the data is worked on internally 64 bits at a time, and the system has a 64-bit data bus. It is true that there are some registers which are 32 bits, but the system as a whole is a 64-bit machine.

To go back to the car engine metaphor for a moment, if you had a car with four engines, and one was a 4-cylinder, one was 6 cylinders, one was 8 cylinders, and one was a 12-cylinder, which would you refer to when you were talking about the car's horsepower? (To be perfectly honest, I don't think the car metaphor works real well, but I think you get my meaning.)

//// John Mathieson <CIS: 100111,2631> - one of the designers of the Jaguar - speaks with authority on Jaguar hardware:

- From my limited understanding of the

3D0 hardware, I believe that Jaguar out-performs it by a factor of two, broadly speaking. Of course, both systems have their strengths and weaknesses, but I believe Jaguar is much better suited to 3D animation compared to 3D0. Also, we (Atari) publish the full hardware specification (to signed-up developers), whereas 3D0 force you through an OS. Games programmers tend to want direct access to the hardware and full control of the system.

Jaguar can produce an interlaced display with 720 pixels across readily. In fact, the maximum resolution horizontally is around 1350 pixels, although you have to do some tricks to have more than 720 pixels horizontally.

- As one of the Jaguar designers, I thought you might like to know why there is a 68K in Jaguar. (I did the GPU & DSP, and the blitter). In one of our cost reduction drives, we seriously considered no CPU, however I vigorously opposed this as the GPU and

DSP are unfamiliar to programmers, were never meant for overall system control, and are only really fast out of their relatively small internal RAM blocks. The principle is that you get your RISC processor to do all the intensive but fairly simple low level parts of a 3D game, and you get a CISC processor to handle the high level, complex, but fairly un-intensive parts - e.g. game-play, view point control, collision detection, etc. Those complex addressing modes are great for rattling round structures. Its also important to have a manager in a multi-processor system, and the 68K performs this task well.

Because the GPU and the DSP both out-perform the 68K so significantly, I joked that the 68K was "only there to read the

joysticks". This joke seems to have spread a little far, so lets kill it now.

- The answer to Jaguar's bus width is that it is 64 bits where it needs to be. The two highest data rate paths, which are those between the RAM and the object processor (display generator), and that between the blitter and RAM, are truly 64 bits. The blitter can generate Gouraud shaded pixels as fast as the DRAM can run in page mode (13 MHz for us), so it can do 52 Mpixels per second in Gouraud shaded 16 bit pixel mode. The display generator can load pixels into its internal buffers as fast as the RAM can supply it.

The RISC processors manipulate 32 bit data as this is all the precision they need. They have 32 bit ALUs and 32 bit address generators. They can perform 64 bit transfers on the main bus if they need to, but not many data are this big. The graphics processor uses the blitter as a co-processor when it really needs to blast pixels. The instruction size is 16 bits as this allows a reasonable number of instructions plus two register/data fields in each instruction.

The name of the game is bus saturation, if you can keep a 64 bit bus fully utilised, then your processing elements are as fast as they need to be. Well written Jaguar code can get close to this - you ain't seen nothing yet.

By the way, the first time I saw Alien Versus Predator I did not believe Jaguar could do that. I look forward to many similar surprises.

//// Jez San, the author of the ST classic Starglider, and currently with Argonaut Software < CIS: 72247,3661 >, is one of the newest Jaguar developers. Here's what he's had to say about Atari's latest cat.

- All this is leading to the question: Is the Jaguar a 64 bit machine?

It is. No question about it. It has several parts that are 64 bits big and it has a 64 bit memory architecture, so it is a 64 bit system. Its also a pretty nifty system... I think its a very competitive system, and the power of the hardware is not even touched by the present batch of the first games.

I feel that Atari are justified in calling their machine a 64 bit machine regardless of how many bits their cpu contains, since it is the overall system which is talked about, and not simply the cpus.

Case in point, the TurboGrafx 16 is known as a 16 bit system, even though it has an 8 bit processor. Thats because the rest of the system is 16 bits and the aura that the meachine projects, by virtue of its superior graphics to 8 bit systems deemed that it should be called a 16 bit system.

//// Jaguar advertisements

There's been almost a half-dozen Atari Jaguar television advertisements shown over the last six weeks in the test markets here in America. Doug Engel < GENie: D.ENGEL >, or "Thunderbird" as we know him on GENie, transcribed one of the latest Jaguar and the following Lynx ads:

Fade in

Announcer: "Here's Benjamin Hall on the Jaguar system to play Cybermorph."

(Kid holding cart plugs into close-up of console)

Announcer: "Let's see how those

bestly graphics and intricate moves that ONLY come from 64 bits of megapower feel!"

(Various screenshots inter-cut with wildly tilting camera clips of Benjamin Hall ducking and weaving in his chair as he plays)

Note: screenshots are moving at breakneck speeds and show the system off better than the previous commercials.

Announcer: "Ben?"

Benjamin: "Urrrrllllphhhh!"

(Head and shoulders frontal shot of Ben looking ill, as he projectile vomits into the camera lens! Yellow and brownish bile and food chunks run down the lens.)

Announcer: "Cybermorph only on Jaguar by Atari"

(Screen shows Cybermorph into screen complete with "Designed By ATD", and "(C) 1993 Atari")

Announcer: "Get bit by Jaguar!"

(White Jaguar Logo appears, with the clawmarks of the "R" scratching down with a shredding sound effect and a Jaguar roar as blood floods down from the top of the logo turning it red. A small white Atari fuji and logo appear on the bottom of the screen with a yellow "64-Bit" under that with the yellow eyes appearing on top of the logo.)

Fade out:

And the Lynx commercial.

Fade in:

(Boxing ring bell sounds as two fighters appear in a close up of the Lynx screen with the words "Lynx" and the Atari logo clearly visible. One fighter knocks the other one down with a kick, and turns to face out of the screen. Lynx screen shows close-up of his face)

Fighter: (Yelling) "I like Lynx, the screen is bigger."

(Lynx switches to baseball game viewed from behind the pitcher's mound where the pitcher has a Fuji logo instead of a number on his uniform. Crowd is cheering in background. Pitcher pauses before winding up, turns to face the camera, and smiles.

Pitcher: "I like Lynx, more can play at the same time."

(Screen changes to show Count Dracula's head on the right side, and three scantily clad women [complete with gratuitous cleavage] on the left side. Howling in background, as Dracula peers around suspiciously with his beady eyes.)

Dracula: "Lynx has 16 bytes, I mean BITS."

(Light glints off Dracula's fang as the entire screen switches to a close-up of a GameBoy [without any logos on it] Onscreen a horribly low-rez smiling face appears in dark creamed spinach color on a light creamed spinach color background. The face is standing on a single horizontal line and has arms and legs. It moves its hands in a waving motion, but otherwise is static except for mouth movement and blinking eyes. A cartoon-like "boing" sound is repeating in the background.)

(Nintendo and GameBoy copyright appears in white on screen bottom)

Smiley Face (in nerd voice): "I like... Game Boy."

Announcer: "3 out of 4 characters prefer Lynx. Buy Lynx now, get NFL game free!"

(NFL Football box spins out of Lynx and stops in full view)

(Fine print appears at bottom of screen telling how NFL trademark is licensed and how the offer expires on Super Bowl Sunday 1/30/94, and you pay \$3.50 p&h, etc.)

Fade out

New Year Page Filler

Jim Hood

Thanks

To **Sharon Woolley** for making sure we had our cake and ice cream at the Holiday meeting. It's nice to know that one of the Woolleys can see through a job from start to finish (I should talk...). It is not true that the cake was left from her daughter's wedding. Rehearsal? Well, that's a different story.

To **Bob Woolley** for not choosing the Jaguar when Mike Fulton called his ticket in the raffle. Mike was still in a daze from the bridge traffic and lost his place when reading the winning numbers from the prepared list concealed on the speaker's stand. A small enough sacrifice for getting Steve Goldstein to continue editing this *Journal*.

To **All of You** who brought donations for our Christmas collection.

To **All of You** who bought raffle tickets to help defer the club's ultimate bankruptcy.

To **Jay Patton** and **Mike Fulton** for filling in at the last minute for Bob Brodie and demoing the Jaguar.

Other Matters

I haven't written about PageStream for quite some time now.

I will set aside my normal boosterism to mention I had noticed TIF files of Photo CDs looked somewhat better when printed from Retouche on the DeskJet 500C than the same files printed through PageStream.

I wanted to compare the two programs for printing my post-Christmas cards (always late). There was no comparison. The dither patterns used by Retouche blow away those used by PageStream. Like comparing a Jaguar to a Nintendo, you might say.

Probably worse.

I'll try to remember to bring some comparison pictures to the meeting.

I think Calamus uses dithers similar to those in Retouche, but I don't have the module needed for color printing. Calamus needs modules like clones need boards.

Which reminds me (segue), DMC sent out a very nice looking, full color mailer on their upcoming Windows NT Calamus.

Among its many features is StarScreening, their stochastic rastering technique. I mention this to keep everything tied together around the dithering theme.

The mailer also says that Windows NT Calamus will support CFN, TrueType and PostScript fonts.

DMC has a special discount upgrade through the end of January. \$300 instead of \$400.

Is Windows NT shipping to real people? Will Calamus be available before the computers needed to run it? Where will the Giants play in '95? Will Jim Hood get work?

Do you care about any of the above? Let your editor know, so that we can tailor our articles to meet your interests. Ha! Fat chance! You want to read something of interest to you; write your own article.

What I want to read is an article exposing the base ten number system for the abomination that it is. That will then go on to explore whether God really meant for us to count in base eight (my original theory) or base four (Chris Crawford's suggestion). I'm now leaning toward base four.

Obviously an article of this import requires more space than your editor has allowed me in this issue, so renew your membership now in case I get more pages in the future.

MORAN'S MERRY MINUTES

The December meeting was called to order at exactly 8:00 PM by the Grand Poobah Jim Hood. All Officers were in attendance and doing a wonderful job.

So far - No Jaguar - No Atari - and worse yet No CAKE. Obviously somebody was confused as to the time and date of this meeting.

Rumor has it that Bob Brodie was called out of town to try to get the Jaguars out of their cages and working properly in their new homes. Seems as though there was a minor RF interference problem that required a cable change and Bob is the only one with a cable. Oh Wellll

During the question and answer period the discussion was centered on the new Jaguar, where it came from and where it will go. Bob Woolley with his great knowledge and abundant supply of generally extraneous information was absolutely convincing in his story of the two technicians from Europe having developed the Jaguar and Atari just handling the sales, etc.

As usual Bob's information was proven wrong by one of our more informed and better connected members. Said member is a personal friend of Tom Pac and Jerry Man who developed the special purpose Tom and Jerry chips that make the Jaguar work so well.

There followed much discussion of the technical attributes of the Jaguar. Everybody was interested in all the information provided especially the part about the size of the bus. Stewart Dimon was absolutely certain the bus was 8 Bits by 14 MHz. But again, Stewart was corrected by Don Safer who has driven many busses over the years and knows for certain the bus is 8 feet by 50 feet. Sure is nice to have such a knowledgeable membership.

The good word is there is supposed to be about 36,000 of the Jaguars available by Christmas time.

Along about this time a couple of Atari's finest, Mike Fulton and Jay Patton, showed up with the Jaguar for tonight's demonstration. Mike of course had a cock and bull story about a little traffic on the bridge being responsible for his coming late. Everybody knows there are no traffic problems on the bay bridge. Oh Wellll

More importantly the cake and ice cream arrived thanks to Sharon Woolley. Sharon is probably better known as the smart one of the Woolley clan.

Between Mike and Jay the Jaguar was put through its paces and we were brought up to date on the games that are now available. Jay also demonstrated a new game that is still in development that he feels will be a winner.

Many thanks to both of them for showing up and giving a good demonstration despite Mike's BS about a little traffic.

For the remainder of the evening we all enjoyed the cake and ice cream and had the pleasure of watching the worlds greatest raffle cheat at work. He bamboozled us out of the first Prize Jaguar so slick most did not even know they had been hornswaggled again.

The winner of the Jaguar, [which is to be delivered sometime in the future - when available] was Steve Goldstein. It might have been Woolley but his better half (A lot better) was watching so he played it cool.

With everybody full of cake the meeting was adjourned at 10:05 PM.

Unconvincingly submitted

Jim Moran - Secretary

**GLENN'S
VCR
SERVICE**



ALL WORK DONE AT YOUR LOCATION
REPAIR • HEAD CLEANING • LUBE • SET-UP

(510) 530-6807

New Year's Sale

**ST Stuff! — Some 8-Bit!
Even a DOS Thing Or Two!**

- Floppy Drives • Word Perfect • Books • Repair Manual
- TONS of Programs • DOS 3.3 • Drive Master Switch
- Other fine Items Too Extensive To Include In This Limited Space.

**Call Keith at (510) 887-2008
Anytime — Day or Night**

All YOURS for only \$120 • tax & license
Dealer prep. extra. Some assembly required.

Job Wanted

- Equipment Sales
- Office Management
- Customer Service

Computer Literate / CAD Literate

Call Keith at (510)887-2008

**Presentation
Graphics**

**Photography
Artwork
Computer Graphics
Desktop Publishing**

Slides
Vue Graphs
Photo CD
Booth Displays
Printed Materials

Jim Hood
Voice 510/672-1244
Fax

FOR SALE

- Newer 520ST with 1 Meg RAM
- Color Monitor
- 2 Extra Double Sided Floppy Drives
- Citizen 120D Printer
- Golden Image Mouse

WordPerfect, Flight Simulator,
Print Master Plus, Music Studio
and MANY more including an
extensive Graphics Library.

ALL FOR ONLY \$495

*Call Jennie Kiewer
510/932-8933*

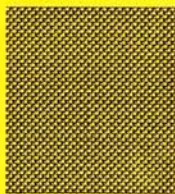
**This Space
Available**

San Leandro Computer Club

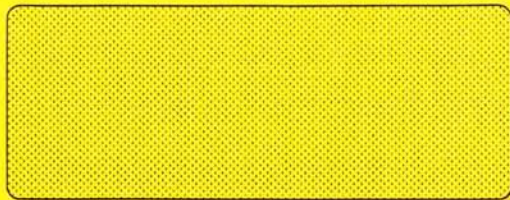
P.O. Box 1506 • San Leandro, California • 94577-0374

General Meeting • January 4, 8:00 pm
San Leandro Community Library • 300 Estudillo Avenue

Nothing Planned.
Bring ideas.



First Class Postage



First Class Member